

UpTime

The newsletter for: RS-DOS, OS9, OSK, CoCos, and 68xxx's.

Volume 2, Issue 3

November 1993

Editorial

Oops! We goofed last month and printed September 1993 on the October 1993 issue. This also happened with the August 1993 issue. Both of these misprints is stamped on the back cover or the front page with the correct date. Unfortunately these errors made it to the printers before we noticed that the template had not been updated with the new text.

While we're tracking down bugs, I'd like to explain our current mailing schedule. Originally, UpTime was mailed at the beginning of the cover month (May 1st for the May issue) and it was assumed that most subscribers would receive their copy within a week, and usually this is the case. However, a few dealers have had problems getting their advertisements to us, which at worst had pushed the mailing of the magazine into the middle of the month. When this occurs, we try to "make up" for the lost time, but usually we cannot publish another issue for at least three weeks because of the same advertising deadline constraint. Most of our customers report that they receive the magazine about two days after it is mailed on average. However, since the magazine is not sent first class in an effort to keep the subscription rate as low as possible, there is no guarantee on the shipping time. You may be in a particular area that has slow third-class mailing times, and this coupled with a one or two week mailing delay on our end may be causing the late receipt of your issues. We guarantee that we will get the magazine out by at least the middle of the month of publication as a worst case, and you may wish to talk to your post office concerning any further delays. If you do not receive your issue by the end of the month, please let us know.

And this issue contains part 1 of the Atlanta Fest Report! Many new things are still happening in the community, and let me stress it is a great idea to try and attend these events as they work into your schedules. It is the one unique opportunity to me the faces behind the names.

-Jordan Tsvetkoff

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Letters

I believe the guest editorials I wanted to comment on were those of [Mr. Terry Simon's] from the Midwest Iowa Group. I was getting the impression that the demise of the CoCo had something to do with the machine itself. I'd like to take umbrage with that. The 6809 as a processor like its predecessor, the 6800, has not yet been pressed to its limits. That is point number one. Secondly, Radio Shack is and is not responsible for its demise. One, we have to thank Radio Shack for giving us an appliance 6809 machine. I don't consider the SWTPC or GIMIX machines appliance machines because they didn't do anything out of the box, the CoCo came up in Basic and you could walk into a store . . . and have some modicum of support. Thirdly, aside from the operating systems FLEX and OS-9, the only really class piece of software written for the 6809 was SUBLOGIC's Flight Simulator II. And a proof of such is that Flight Simulator was designed on the 6800 in 32K and the II version in 64K. So there is no doubt that the 6800 and 6809

can do things Big Blue machines can only do in 128K and up. So aside from its appliance value, what was the attraction? An appliance is only as good as its applicability. So what did it have besides potential that would attract people to it?

That was most of what I wished to complain about. The CoCo is still a potential machine. It was never pushed beyond its capabilities and its limits are still unrealized. Radio Shack did nothing to promote it. I was just fortunate once to go into a store who had a hacker working with Multi Vue, and I saw its potential. If I would never had seen it, I would never have cared to get OS-9 Level Two or Multi Vue. But the potentiality of an -09 Mac inflamed my mind with its portent. Had they had any imagination of known what they had, they could have put CoCo-Mac on the field and in every home as a true contender. Alas not. And opportunities not seen are opportunities wasted. But it is not too late. We can still doit. Macs are still expensive and Amigas are more than \$500 so the CoCo can be realized for less than that. It just has to be bundled with utility and usefulness.

Ray Baumiller, Jr., Everett, PA

UpTime

Editor: Jordan Tsvetkoff

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Atlanta Fest Report

1993 4th Annual Atlanta CoCoFest Report (October 2-3, Atlanta, Georgia) by Allen Huffman of Sub-Etha Software, 10/05/93

NOTE: See previous reports for the disclaimer that normally goes here. If you don't have a previous report, they are available for the '91 and '92 Atlanta Fests, the '92 and '93 Chicago Fests, and the '93 Middle America Fest. This makes my sixth 'Fest report and I still make no claims to have anything correctly spelled or accurate.

It seems like I could replicate this opening paragraph by simply cutting and pasting key sentences from my previous 'Fest reports. After all, the same general things remain true: support for our beloved computer system, the CoCo, continues years after it was discontinued from Radio Shack and even some time after its "last" publication, The Rainbow, ceased to exist. We are still seeing new products, we are still seeing new mini-publications, we are still seeing CoCoFests, and we (Sub-Etha) are still driving hundreds of miles to attend them... and the drives are not getting any shorter as the years go by. But instead of stating the now hopefully obvious (which, it seems, I just did), I'll use a bit of this space to comment on this year overall. This year I went by car to Des Moines, Chicago and now Atlanta all for gatherings. I hate to repeat myself, but all of this "lack" of support sure is taking its toll on my gas card bills. It has been a good year... for credit.

THE DRIVE

Terry Todd (co-founding Sub-Etha partner) and I were going to try something different this time. We were going to try to arrive early. With this in mind, we planned to leave on Thursday afternooninsteadof early Friday morning. I had to work that morning and wait for my paycheck to hit the bank. At noon I

departed to load up the Honda for it's 750+ mile journey to Atlanta, Georgia. Terry would meet me at my apartment where his incredibly well-packed "chest" of computer gear and a small bag of clothes would be loaded into my car. This was the first time anything that ever went to a 'Fest with me was so well packed, My gear, on the other hand, included "the box" which made up Sub-Etha Software, abox of all my CoCo equipment, monitor, case of disks, the PVC nightmare, a suitcase, laptop computer, camcorder, ice chest, and, well, you get the idea. It could be done. No problem, And it wasn't. Really. Sure, I couldn't see out the back window and sure, the car rode a bit lower to the ground, but hey, we had everything in it (except for our friend Tim Johns who was going to have to find his own way to Atlanta if he wanted to attend). So, at about 1pm we headed out from Lufkin, Texas on our all-day journey... needing to turn around only once to go back to the bank to pick up money for the trip. There was nothing very eventful this time. After four such roadtrips along I-20, even all the "Bridge May Ice in Cold Weather" signs don't seem to catch any attention. About the only thing that did catch our attention along the way was when we passed up a truck pulling a trailer which apparently contained "The World's Only Flying Car: It Drives, It Tows, It Flys"... and it was "Made in the U.S.A." With a flying car, you'd think they'd fly rather than drive. I suppose I should mention that, while I did see a number of diesels this time, none of them tried to make my sub-compact car more compact. Also, while there were no evil toll roads on I-20. traffic did come to a halt in Louisiana for awhile for what I thought was a makeshift toll collection, but it turned out to be a mere mail-in "Monroe Metropolitan Area Transportation Study Travel Survey" survey about the roads and travel and stuff like that. Anyway, at about 3am-ish early Friday morning we arrived at the Holiday Inn Northlake where this year's event would once again be held. sign said "WELCOME Their COCOFEST".

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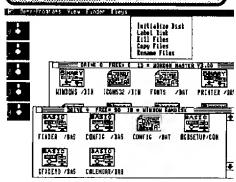
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THE ARRIVAL

It was early. Too early. The hotel's computer was "down" doing audits so they had no record of our reservations which, we were told, wouldn't appear until later in the day anyway. We just wanted a room. After some negotiations, we were able to get the clerk to tell us which rooms on the first floor we could get. We had the choice of three, and found one reasonable near the outside door and 'Fest area - a first for us. I guess it does make a difference when you gripe a bit. We'll try that next year for Chicago so we don't end up lugging computer equipment three miles back and forth between show area and room. Of course, if we hadn't have griped, we'd have ended up paying \$57 for a room we didn't have a key to and that we would only get for about 6 hours before checkout. We loaded everything into the room and set up our systems to make the usual last minute changes to our new software that

would debut the next day. After everything was unpacked and plugged up, we received a phone call saying that someone else had that room reserved and that we might have to leave it later on in the day. We didn't take this well, especially after being told numerous times that there was "no way" to reserve a certain room in this hotel. It did allend up okay, and we later found out the person who had been scheduled to have our room was with the 'Fest and had requested two rooms side-by-side. Hopefully he's not upset at us for ruining his plans. At about 6:30am Terry and I decided to get some sleep and, a few hours after snoozing, we were woken up by a 9:25am phone call and then Tim Johns was pounding at our door. Tim had managed to rent a car and made the way to the hotel. It was great to see him, but he refused to let us get back to sleep. Our day began earlier than planned. (Thanks a lot, Tim...) At least breakfast at the IHOP

was enjoyable... even though I had to pay for Tim.

THE PRE-SHOW

Our main goal was to get rested up and then we would be wide awake when people came dragging into the hotel tired (like we usually are each year) and laugh at them. And, sure enough, later on that evening people did begin to arrive. The first person we saw was Al Dages, Since no one else was around, we helped him unload all of his gear. Maybe there are some advantages to not being early after all? With that done, it was time to "hang out" in the lobby. At about 4:30pm I saw Frank Swygert, Boisy Pitre and James Jones mulling around. Scott Griepentrog and Eddie Kuns made it and had a nice story to tell about Eddie's MM/1 "dying" during the trip - while Eddie was using a terminal to program on it in the dark by using an AC dimmer and an auto-light, I even noticed that Joel Hegberg (Sub-

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Etha OSK division) and Carl Boll (who is a great guy) from Chicago pull up, then drive off... It turns out they would be back after they picked up Tony DiStefano from the airport. Knowing that Tony would be at this show was a very positive sign of an interesting time - this would be his first 'Fest "down South". Things were falling into place. Since we were so early, the show area was not even open for vendor setup yet. All we could do was go have some fun and food...so we did. A group of us headed across the street to the traditional Gyro sandwich shop for, you guessed it, Gyros and sandwiches. Then it was back to the hotel, where people were continuing to arrive. Nick Johnson arrived which further made our day.

THE SHOW AREA

Later in the evening the show area was opened for vendor setup. The location was the same as all previous Atlanta Fests, and it was setup as shown by the map.

This gave us 23 booths, a few less than last year but several vendors were there representing those who could not make it such as StrongWare, Sundog, etc. The vendors (in no particular order) were:

- I. Adventure Survivors All the way from Peachtree City, Georgia, this couple once again "survived" the long trip. Terry and I both renewed our subscriptions to their gaming newsletter. For six bucks a year, why not? (Hello there, L.E. Padgett! Did I spell it right? No wonder I can't remember his name... Idon'tknowit! Just some initials Hearned at this show...)
- 2. Color Systems Zack Sessions showed off OS-9 games such as battleship and various card game paks for the CoCo 3 and MM/1, along with WPShell (word processor oriented shell) and some future MM/1 products. The "I ♥ My CoCo" bumper stickers were also available.
- 3. Northern XPosure A collection of Canadian vendors were represented such as Gale Force Enterprises, Bob Van der Poel Software, Vulcan Alumni Software, Radical Electronics (circuit board CAD w/postscript output), Oblique Triad,

Canaware, Hartsoft (?), Monarch Software, and Intelligent Algorithms. Of special interest was Alan Dekok's latest creation: Smash! This was a breakouttype game with 30+ levels (you can make your own), multiple balls, and HIGH SPEED action with sound. It ran smoothly under OS-9 and had to be one of the best OS-9 games I've ever seen. Fully commented source code is available which includes his sprite library! Colin McCay seemed to be "in charge" here <grin>, and did a great job with the Canadian map on the back with markers representing where all the companies were from. He mentioned wanting to bring a world map down and let people put pins in where they were from. This seems like a good idea and I hope Colin brings a map with him to Chicago (if they make it, ch?).

- 4. Blackhawk Enterprises Bill Wittman (an IMS rep) was manning this booth representing IMS and showing off his new GCal graphical calendar for the MM/1 (which looked neat!). MM/1 accelerator boards were being hand delivered by Kevin Pease (designer) and deposits were being taken for the new memory boards.
- 5. Hawks oft Chris Hawks and his wife, Nancy, made their 20th 'Fest appearance at this show. His latest creation was GNOP, a pong(tm)-type game for

the MM/1. You'd have to see it to believe it - the ball stays perfectly still while a small screen with paddle bounces around. Very bizarre, and it won him the \$1 grand prize in the contest. Other MM/1 goodies of interest were his Sound editor and Digital Clock. Chris and Nancy spent much of the show time in Star Trek: TNG uniforms. They looked very good and it turns out Nancy made them.

- 6. S-BUG Andre Lavelle once again had gobs of goodies, including 85-meg SCSI Quantum drives, tons of cables, good ROM-paks, etc.
- 7. OS-9 User's Group Carl Bolt took memberships and handed out MOTDs for the newly reformed group. Carl is now the president of the group. More on this later.
- 8. FARNA Systems Frank Swygert was another Georgian who showed up. He represented C.Dekker's fine OS-9 products such as the easy-to-use CoCoTop, a graphical desktop file manager/utility, and also some Australian wares such as the Rascan digitizer (the "Digiscan", a much smaller version than the version previously sold by Game Point) and a new audio sampler with great graphics. Of course, subscriptions were taken for 268'm (the world of '68 micros) and back issues (both of them) were available. The most interesting offering wouldhavetobe "Tandy's Little

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	! Ticket : Sales								

Wonder", a complete book on CoCo history including schematics, hacks, and lore. FARNA was also representing Spectro Systems' ADOS. Plus more, like a new audio sampler.

9. Glenside CoCo Club - A lot of free software was to be had with membership to this Chicago area club (which sponsors the CoCoFests there each year). A supply of shirts from the previous Chicago Fest were also available. Their point-of-sale system ran two terminals from the master CoCo. Glenside remains the national support group for CoCo users after going national three years back. Their COCO-123 newsletter is a great source of information, and you get four great RS-DOS and OS-9 disks free when joining. Being a member also gives you SAMS Club access.

10. R.C. Smith - R.C. is always around with "gently used" goodies.

11. Dirt Cheap Computer Stuff Company - Mark Griffith and Bill Dickhaus made the scene again, Mark was taking subscriptions for his "Metamorphosis" magazine (yes, that's the new name for "No Name") as well as selling 14.4 Class 2 external fax modems for \$139(!) and external CD-ROM drives for the MM/1 for just \$199. Really "dirt cheap" deals. Bill had his IX offline readers for CIS and Delphi, and there was a gadget designer (buttons, sliders, knobs, etc.) for the MM/1 (by Paul Fitch) that helped create control screens on the MM/ 1. Also on display was Brian White's SpeedDisk optimizer for OSK which, on the MM/1, had a moving screen that looked just like Norton's SD on the PCs.

12. Daltrug & Daw Training - David Wordelland Lee Veal (from Texas) were there as well. David had his "Installing the 6309" and "Beginning OS-9" video tapes (a great way to learn) and Lee had the Planet Engine OS-9 planetarium and also some Planet Engine jewelry in the shape of stars, the moon, Earth, etc. A CoCo 3 CAD package is in the works.

13. AlDages - "Guaranteed" used CoCos, Cases, and drives galore. And peanuts. His goal was to "make everybody happy"! I think he succeeds.

14. ACS Club Sales - More

hardware/softwareofferings from the host club of this event.

15. Delmar - Ed demonstrated the new G-Windows based System V, which had very high-speed VGA graphics. This system runs a 68020 at 25 MHz or 33 MHz and soars. Also shown briefly was G-Windows fax software (under development) with a full screen viewer for incoming faxes. There is an MM/1 version in the works, too, seeing that the G-Windows was a port done from that code. Unfortunately, those red foam rubber hammers made the show again causing many attendees to get "hammer happy".

16. Eugene Adams - More good deals on good hardware.

17. Disto - Tony DiStefano made his first 'Fest 'down South' with 2-meg upgrade boards. Super Controller IIs, and 4-n-1 boards. Tony seemed very happy to be with us and we were all happy to have someone who has made such an impact with our history. Most of his Disto line was available in working and non-working form and he has made new runs of several items.

18. Rick's Computer Enterprises
- Rick had his normal selection of disk
magazines and goodies, as well as
representing Sundog Systems' great
games - selling for the amazingly low
price of \$18 (and even discounts for
multiple purchases)!

19. Niel Brookings - Niel and Dave Halko showed off a "hyper-text" type utility which was currently geared for searching various full-text bibles on disk. The program would find (on his MM/1) nearly 6000 occurrences of a word in a split second. When demonstrated off of floppy the program was almost as fast! Any type of text could be made searchable through his program and a CoCo OS-9 version is coming up "real soon now". The system could be used to search encyclopedia text, or even made to use information on CD-ROMs. The system will evolve depending on user response. If you would like to see advanced text searching software, you might want to invest the \$20 for this program and show the author that we could use something like this!

20. Sub-Etha Software - Ah, now I get biased. This year we actually had new CoCo products! Imagine that, First was a graphics adventure of last year's Atlanta 'Fest with 60+ rooms with digitized 16-level images. Next was Towel, an OS-9 disk utility which runs under the new EthaWin interface with pull-down menus and mouse support all on a high-speed text screen. MultiBoot (up to 16 bootfiles on one startup disk) was also available and Terry's latest creation, the OS-9 Terminal Emulator, made an appearance. Using the emulator, we had Terry's RS-DOS based CoCo hooked to mine using his 4-pin serial port and we were able to run applications such as EthaDemo, MiniBanners, etc., over the serial cable with overlay windows. screen codes, etc., all intact. Joel Hegberg had Write-Right and EthaGUI for the MM/1 with a free "disktop" calculator (on disk, of course) to give away. We also represented JWT (UpTime back issues and subscriptions) and StrongWare (GEMS, Soviet Bloc, MM/1 tools).

21. Fat Cat Publishers - The International OS-9 Underground was represented by Scott Griepentrog (Steve Secord was unable to attend) selling back issues and taking subscriptions.

22. Roy Shoaf - Roy had a table of various goodies he has collected including disk drives, cases, printers, etc., collected from various sources. I almost picked up a color plotter for \$5.

23. Ken-Ton - Not listed in the 'Fest booklet, this was apparently a late entry. Joe Scinta showed up with the Ken-Ton SCSI hard drive interface and RGB-DOS. Folks, this is the BEST hard drive setup I have ever seen for the CoCo. You could link up to eight SCSI devices together using his \$89 interface. It allows RS-DOS and OS-9 to exist on the same drive with great compatibility, and even supports floptical drives! He had an allin-one drive which was in a slick small case and looked fantastic. Unfortunately, the complete 80 meg setup was \$499 (on sale until December 31) and I didn't have any money. During the show Joe showed off the tons of RS-DOS software he had running on his drive including applications, old games, you name it! All

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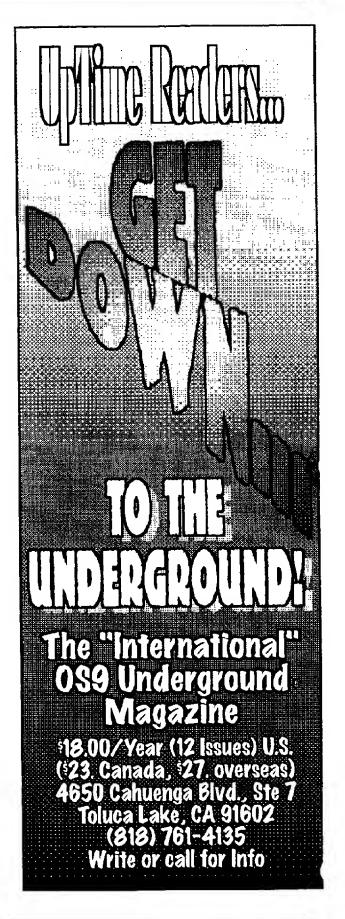
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running with NO compatibility problems. Truly amazing. He also had a MIDI equipped guitar out for awhile and it turns out he's quite a good guitarist. (He knows many Beatles songs, which is a "good thing"!) Joe wants to point out that they are still in business, and will continue to be so as long as things sell. He is committed to attending the next Chicago show and will be bringing along some goodies we have never seen. Rumors of his voice-mail prototypes and other really high-end devices which never made it to production circulated during the show. Joe, we'll see you there! (Can you believe no one knew how to get in touch with this guy? I had no idea! By next 'Fest I plan to have a Ken-Ton SCSI drive setup...)

THE SEMINARS

Once again, I missed all the seminars. There just aren't enough hours in the day for all of this free information, I guess.

Saturday:

11am - "Putting a Disk Magazine Together" Rick Cooper

1pm - "Tandy's Little Wonder" Frank Swygert/FARNA Systems

2pm - "C Programming" Bob Van der Poel

3pm - "OS-9, etc." Alan Dekok

4pm - "G-Windows, OSK" Ed Gresick

6pm - "OS-9 User's Group Meeting" - discussed later.

Sunday:

10am - "OS-9, etc." Allen Huffman (I overslept and missed this onc...)
11am - "to be announced" Tony Podraza (Glenside CoCo Club president)
1pm - "How to move OS-9 from hackers to users" Mark Griffith

FOOD

On Sunday, ACS provided us with muffins and hot coffee! Ah, this is what makes these trips all worth it! Many had the breakfast bar in the hotel, and others went to local restaurants. There are many food places around the 'Fest area ranging from McDonald's to Red Lobster.

THE EVENINGS

The key to being popular at a 'Fest is to keep your door open. Terry suggested this last year and it has been working for us. At one point on Friday we had about 20 people in our room including Boisy Pitre, James Jones, and Bob Van der Poel. Just about everyone stopped by as we gathered around computers, kicked back and discussed David Letterman, and even drank some of Paul Jerkatis' home-brew. There was something for everyone, and the information and friendship shared after-hours was amazing.

TONY GOES TO THE MOUNTAIN

The plan this year was to make sure we got to see the Stone Mountain laser show. Period. Word was spread that we would be getting a group together to trek out and see it. Tony DiStefano found me in the hall and asked about the show. Since he had flown in and been picked up at the airport, we eagerly offered him a ride. So, this in mind, after 7pm Saturday several vehicles headed out to the show, about 15 minutes away. It was \$5 to get in and Tony paid our way. Gee, what a nice guy! We parked and found us a spot on the mountain and waited. Hundreds of people lined the massive hill facing a giant mountain side which had several figures on horseback carved into it. It was an awesome sight. Before the show began, I made a trek down the mountain to the control room to ask the guy some questions about their equipment. He didn't have much time to talk but said I could invite the group down after the show. So, we watched the 1994 laser show, It was amazing. Full color lasers and fireworks were used to enhance the 40 minute presentation. It was like . watching a giant psychedelic cartoon with great music. All during the show, the coldness in the air made us comment about it while all Tony could say was that it was "beach weather". After the show, everyone left going up the mountain and we made our way down through the crowd. The operator, Shane, let us in on the "secrets" of the show. For instance, it is run by dedicated Z-80 (chip in the TRS-80 Model I/III/4 computers) boards with each show taking up nearly 9 megs

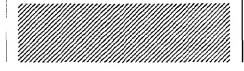
of ROM code. The entire show was made from only a few lasers (85 watts of power) and they had ways to shift the phase (or something) to change the color of the beams. Truly amazing. He showed us the power of the lasers by "burning" the end of a wooden stick in the 900 degree beam. Next year ACS may plan to have a bus to take people to the laser show, and perhaps we can even arrange some inside tours of the control room. (Go for it, Ken and Al!) After this, we went back to the hotel, couldn't find anyone, and decided to go eat. At Pizza Hut, we sat around with Tony and had a wonderful time. Tony has a great sense of humor (for a Canadian) and only got slightly annoyed by Nick Johnson using the word "spatula" over and over again.

SUMMARY

'Fest comments ranged from "good" to "amazing". This show had a good vendor turnout but attendance was small (under 100). The show was still exciting since there was so much new stuff to see and many people who had never been to an Atlanta show made it. The lack of attendance was probably more from the fact that show publicity started only two months before the show rather than six or more. As it was our seventh show, we had finally gotten things down and got to spend more time socializing than hacking in our hotel rooms. There was so much going on after hours that it would take another report to cover that - and I encourage others to write their own reports since I'd love to know what was going on down the hall on Saturday night!

To be continued next month.

- Allen C. Huffman
Co-Owner, Sub-Etha Software,
COCO-SYSOP on GEnie, COCOSYSOP@GENIE.GEIS.COM on
Internet, or P.O. Box 152442,
Lufkin, TX 75915 / (815) 748-6638
(Joel's voice mail number)



Orphanware

Public Domain Software is software placed in use for the public by the author via a friend (with permission to pass it on), placed on a BBS for download by the public, or published in a magazine purchased by the public".

While exact opinions "vary widely", it takes some sort of a real stretch of the imagination to say the author can control rights to something given out in such a public manner. Of course, this should not be construed to deny sales of any recent monthly magazine software disks. You may argue the fine points of what someone else thinks the law means if you wish. Weat MID simply try to take a common sense approach.

Shareware is software is given publicly with a request by the author to pass it on and a request that you send the author a small fee "if you find it useful". STAR-KITS Dictionary is one example. There is some accuracy to the estimate: for every 20 to 30 people who use a good piece of Shareware,"one" has the gumption or self worth to pay the small fce asked.

What is ORPHANEWARE? Every computer has companies who develop good software, and for one reason or another, discontinue marketing it. This on the one hand is copyrighted commercial software. On the other hand, it is not (in a practical sense) available for you to buy even if you wanted to pay for it. In that sense, the copies in use have become "orphaned from their producer". Worksaver+ is one of the best examples. The author dropped out of sight four years ago. Yet it remains "the best" programmer's aid available on the

CoCo.

While some like to argue legal fine points, I prefer to simply look at the "intent and purpose" of copyright, which is to assure authors the opportunity to receive reward for their effort in inventing and/or producing a new innovation for the benefit of their fellow man. While it could be construed that way, I don't believe copyright was intended as a means to "withhold something from everyone, like a dog who doesn't want his bone and buries it."

Many software producers have given up on the CoCo market. Would you like to buy Berserk from Mark Data Software? Would you like to buy Ladybug from Computerware (California)? Well to my knowledge you can't. Maybe if I spent the time to go through old magazines I could come up with a P.O. Box that might be there

OS9 on your CoCo. Most of the functions For files: undelete. move, a file finder program presents that directory structure that you carry out by typing command lines and overwrite capabilities for the copy as a series of point and click menus: (at the OS9; prompt) have been built into command. For directories you will find keeping track of where you are and where this program that sports some 60 functions sorting of contents and you can move a you can go safely. It also displays the in a text based point and click interface. directory to a different spot in the tree pathlists used so you can learn as you If you have to copy or delete a file, if you wish. a filename or a pathlist but you highlight configuration and changing device descriptors of CoCoTop: version 1.0 is the complete it's name on the screen with your mouse for disk and printer. Maps of how your package version 1.1 is for people who your coco do the work.

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What's the catch? To build The Rocket cost-effectively, we need at least 100 orders (at this writing, we've received the first twenty). We also have to leave out the OS-9/68K C compiler, BASIC-09, and a few other frills.

If you're interested in The Rocket, please place an advance order for either the ROCKET-CPU or the ROCKET-2MB before July 30, 1993 for shipment 10/93. As always, no check will be eashed or card charged until we actually ship The Rocket to you. It we don't get enough interest, we'll cancel the project and return your check. Call or write for more information.

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to receive your money. They didn't really want local dealers when they advertised, and I'm not about to try now.

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Orphaneware like Public Domain has it's share of "legal beavers" who'd define everything you do as wrong. The only way I know to approach it is to try and determine what is reasonable. Many firms haven't been heard from for years and clearly don't provide a reasonable way for you to find out about their products much less purchase them. Some of this might be found in a dealer's stock somewhere. In some cases it is questioned by many as to whether the particular dealer really has rights (and many do) or is just reproducing it, with no one to argue. We could withdraw all Orphaneware or offer what seems reasonable.

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- Berry Somme

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